FULL SPECTRUM WARRIOR™

INSTRUCTION MANUAL

Game Experience May Change During Online Play

PANDEMIC

THQ®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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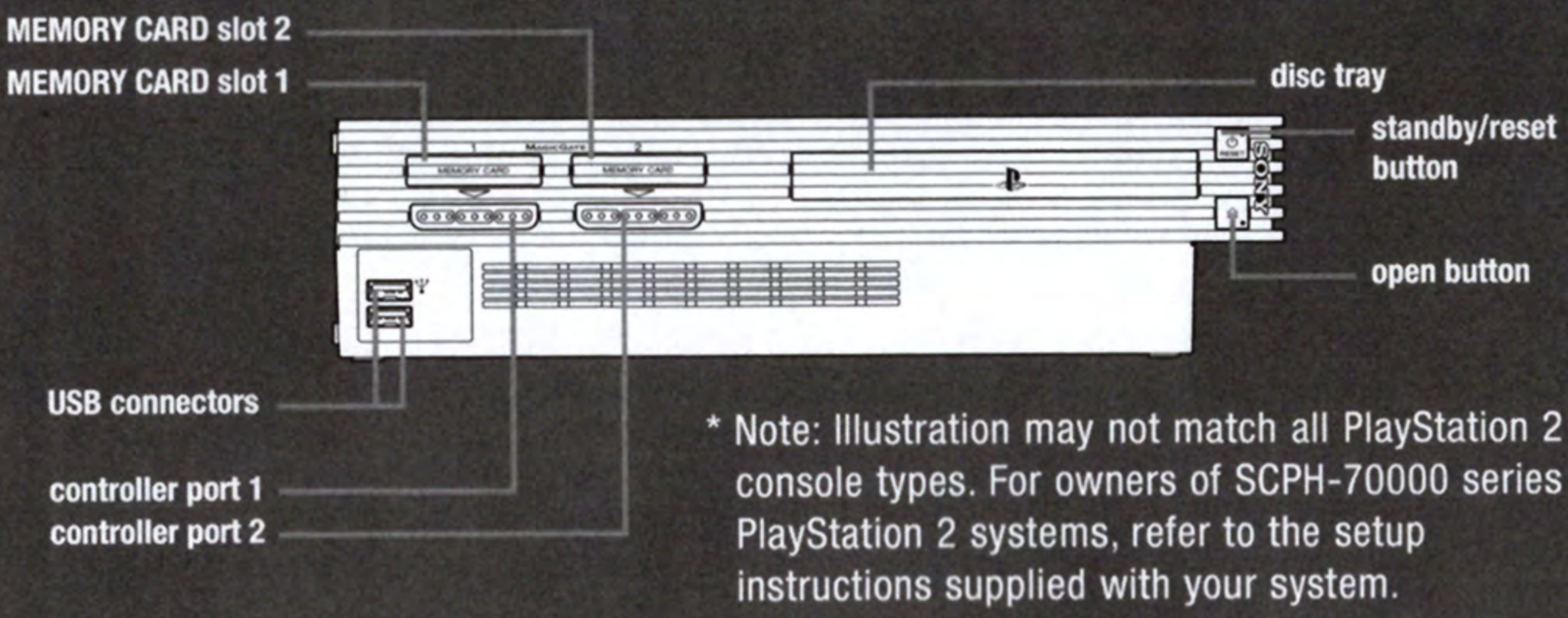
Getting Started

PlayStation®2 computer entertainment system:



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

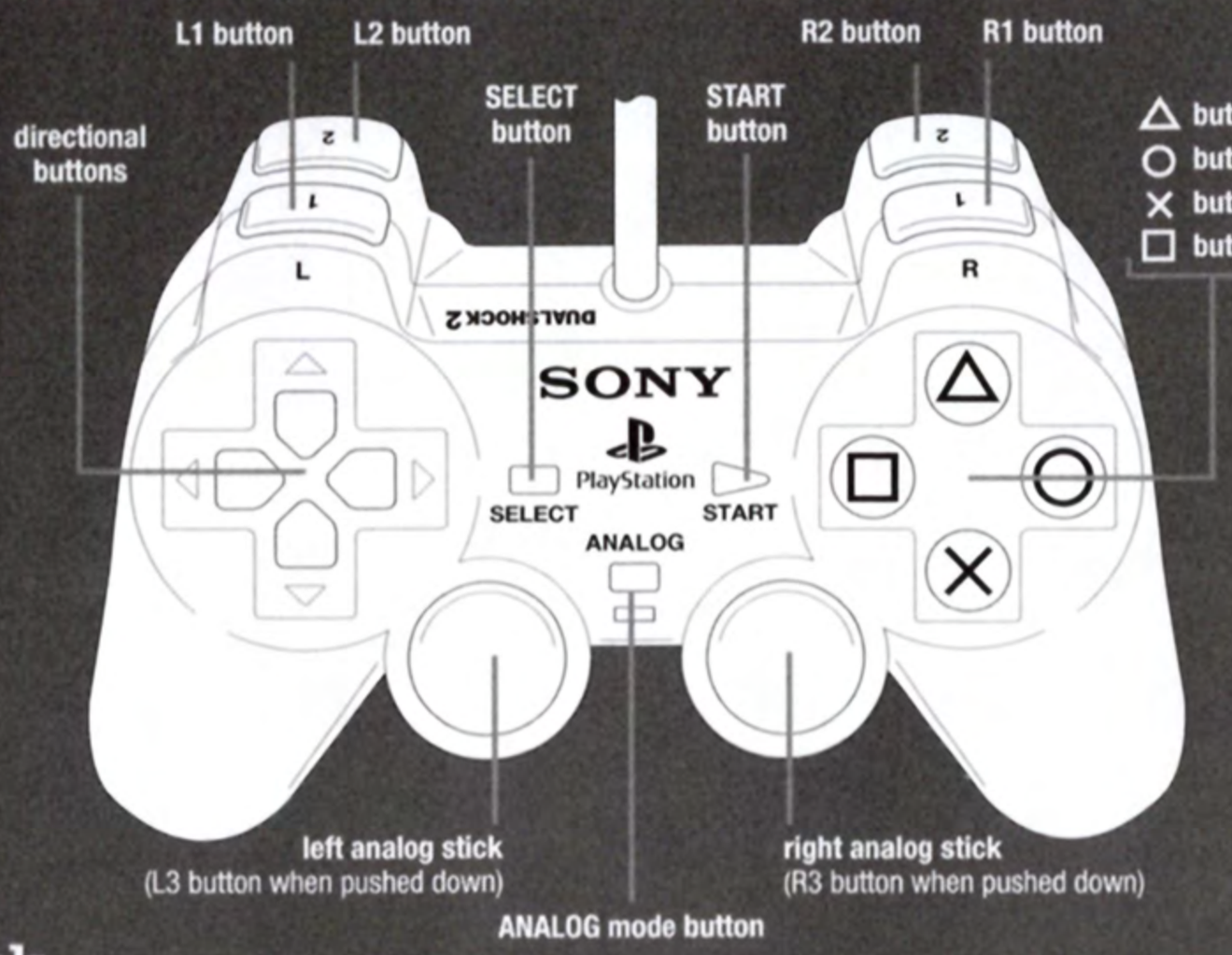
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the (OPEN) button and the disc tray will open. Place the ***Full Spectrum Warrior***™ disc on the disc tray with the label side facing up. Press the (OPEN) button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the same memory card (8MB)(for PlayStation®2) or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Shell Task

⊗ button	Select
△ button	Back
left analog stick	Move Cursor
directional buttons	Move Cursor
START button	Select

Game Task

⊗ button	Action
○ button	Cancel / Take Cover
□ button	Target Cursor / Grenades
△ button	Switch Fire Teams
L1 button	Zoom
R1 button	Fog of War
L2 button	Report
R2 button	GPS
left analog stick	Move Cursor
right analog stick	Move Camera
directional buttons	Soldier / Grenade Selection
START button	Pause Menu

GPS Task

⊗ button	Objectives / Hints
○ button	Close GPS
□ button	Request Recon
△ button	Help
L1 button	Zoom into Map
R2 button	Close GPS
right analog stick	Scroll Map
START button	Pause Menu

Commands Overview

Pressing and holding the R1 button also puts you in individual command mode, explained in Individual Fire Orders (page 16).

You issue most commands in ***Full Spectrum Warrior***™ using the four Action buttons. Each button has a press function as well as a press and hold function. The press and hold function is a more advanced or specialized version of the press function.

Button	Press	Press and Hold
⊗ button	Rush or Point Fire	Bound or Suppress Fire
◎ button	Cancel Order	Take Cover
□ button	Fire Sector	Grenades
△ button	Switch Teams	Switch to Charlie Team

The ⊗ button issues an order based on which cursor you currently have open. See Cursors, page 5. If you press and hold the ⊗ button, you'll issue the alternate version of the order, still based on the current Cursor.

The ◎ button cancels an order you've issued to a team. It is context sensitive, so pressing the ◎ button while a team is firing cancels their fire, and pressing the ◎ button while a team is moving cancels the move order. Pressing and holding the ◎ button issues the Take Cover order, which causes soldiers to search for the closest cover against a threat, or go prone if there is no cover.

The □ button brings up the fire sector cursor, which lets you set targets for your teams. If you press and hold the □ button, you can issue orders relating to Grenades (explained in Grenades on page 20).

The △ button moves the camera and your control from Alpha team to Bravo team, or vice versa. At some points during your service as Squad Leader, you will gain command of a third team which will be called your Charlie team. Pressing and holding the △ button switches you to controlling Charlie.

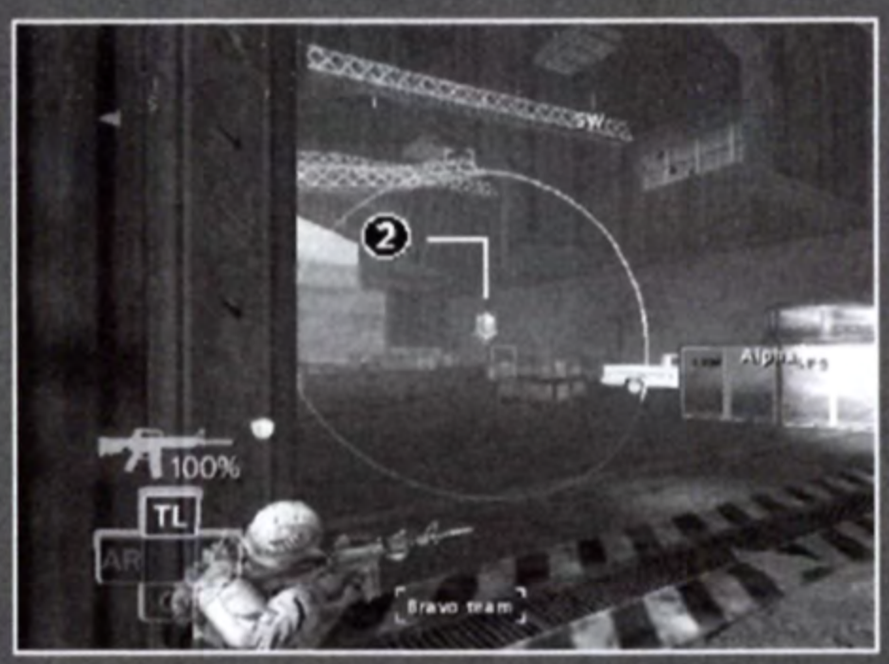
Commands Overview

Cursors

There are three cursor states in ***Full Spectrum Warrior***, shown below. The current cursor state determines what command you are issuing if you press the ⊗ button.

The default state is no cursor. In this state, pressing the ⊗ button will cause your team to turn toward the direction you're facing.

When you have the movement cursor active (❶), pressing the ⊗ button will issue a Rush order to that location, where your soldiers will take up the formation indicated. If you press and hold the ⊗ button while aiming at the designated target, the soldiers will Bound rather than Rush, as detailed in the section "Moving Your Soldiers" of this guide.



When you have the fire sector cursor active (❷) (by pressing the ▣ button), pressing the ⊗ button will issue a point fire order. If you press and hold the ⊗ button, you will issue a suppression fire order instead. See the "Fire Orders" section for more information.

MOUT: Military Operations in Urban Terrain

You command a dismounted light infantry squad, a highly trained group of soldiers who understand how to operate in a hostile, highly populated environment. Everything about your squad—from its soldiers to its equipment to its tactics—is the result of careful planning and years of experience on the battlefield. Respect that experience, soldier, since it's what will keep your soldiers alive.

This field manual provides you with the basics to get you started. The rest you'll pick up in hands-on training.

The Fireteams

Your squad has two teams, Alpha and Bravo. You'll use these two teams together to move safely through dangerous environments that would be deadly for a single team.

Each team has four soldiers in distinct positions. They have been taught to work together, each with assigned duties and set scanning sectors. Your job is not to tell each man his responsibilities on the team. We spent years training them so you can focus on larger issues.

Team Leader (TL)

The Team Leader is the highest ranking infantryman on your team. He's an experienced soldier who has served in all three fireteam roles. He issues commands to the team: both the commands you give and other spontaneous commands that will save his men's lives under fire. Your TL performs several special functions explained later in this guide, including checking corners, reporting to the platoon leader, and consulting the Global Positioning System.

Automatic Rifleman (AR)

The Automatic Rifleman, or SAW gunner, wields the M249 Squad Automatic Weapon. The AR has field experience, and steps up as the Team Leader if the TL is incapacitated. In addition, the high powered SAW enables the AR to tie down enemies and help your team move safely under fire.

M203 Gunner or Grenadier (G)

The M203 Gunner carries an M class rifle with the M203 Grenade Launcher attachment. This enables him to fire normal rounds as well as more specialized, powerful M203 shaped charges. He can send these grenades down-range much farther than a soldier can throw frag grenades, and they can take down an enemy's cover with a single strike.

Rifleman (R)

The Rifleman has the least experience of soldiers on the fireteam, but don't underestimate him—he's had extensive training. The Rifleman fires rounds from his M class rifle where you direct him, and he also gives aid to downed soldiers in the field.

Your Soldiers—Alpha Team

Sgt. Mendez, Santiago Garcia

Nickname: "Iron Man"

Position: Team Leader

Age: 32

Ethnicity: Cuban-American

Hometown: Miami, FL

Education: AA, Sports Medicine

Years in Service: 10

Marital Status: Married, 2 Kids

"Iron Man" Mendez and his brother are first-generation Americans born to Cuban immigrants, who he credits with instilling his strong work ethic and drive to better himself and his community. His decision to go into the service was based on a burning desire to see the world, and a convenient way to excuse himself from taking over the family business without hurting his old man's feelings. He married a female Army private during his third year. They have two children. He is a fiercely protective but loving father, a trait which comes through in dealing with his squad. He is a born athlete and avid bodybuilder.

Cpl. Devereux, Andre Ellis

Nickname: "Crawdaddy"

Position: Automatic Rifleman

Age: 26

Ethnicity: African American

Hometown: Baton Rouge, LA

Education: AA, Restaurateur

Years in Service: 4

Marital Status: Single, Engaged

"Crawdaddy" Devereux had a typical suburban middle class upbringing, complete with little league, summer camp, and a trip to Orlando, Florida when he was ten. That was the summer before he lost his mother to cancer. His father, a successful real estate agent, managed to raise his two boys with the help of the extended Devereux family. On the advice of a close cousin (also serving in the U.S. Army) Andre investigated college tuition via military service. Promising to both pay for his school and help whip him into physical shape, Crawdaddy joined the Army with his family's blessing. He has a passion for Cajun cooking and hopes to open a restaurant after this tour of Zekistan.

Your Soldiers—Alpha Team

Nickname: "Philly"

Position: M203 Gunner

Age: 21

Ethnicity: Caucasian

Hometown: Philadelphia, PA

Education: HS Diploma

Years in Service: 2

Marital Status: Single

PFC Silverman, Alexander Isaac

"Philly" and his three siblings come from a fractured home in a rough part of town. His parents divorced when he was ten and his mother remarried two years later to a strict disciplinarian with serious issues towards his two step sons. Philly's real father was arrested for insurance fraud and is continually in and out of prison for various scams. He joined the Army to get away from his domineering step father. It's his own typical dumb luck that another war would break out while he was enlisted. Silverman is Alpha team's resident smart ass.

Nickname: "Rabbit"

Position: Rifleman

Age: 25

Ethnicity: Arab American

Hometown: Burbank, CA

Education: 2 yrs. Pre-Law

Years in Service: 2

Marital Status: Single

Pvt. Shehadi, Asher Ali

Shehadi led an upper middle-class life in Southern California before graduating with high marks and a bright future. He took a year off to travel the Middle East and visit extended family, which further solidified one thing in Asher's mind: he's an American kid, through and through. Although he finds aspects of his parent's culture fascinating and takes pride in his heritage, he is also a proud American and considers himself no different from any other Southern California guy. Despite a healthy trust fund, Asher has something to prove and attempted to pay his own waythrough school. After his second year, his funds ran dry and he was forced to explore other options. With an interest in international law, he saw the Army as a good way to better himself and gain valuable experience for his career. Rabbit is a strict vegetarian. He has practical knowledge of several Middle Eastern dialects.

Your Soldiers—Bravo Team

Nickname: "Fuzz"

Position: Team Leader

Age: 38

Ethnicity: African American

Hometown: New York, NY

Education: POST Certified

Years in Service: 15 (reserve)

Marital Status: Married, 2 Kids

Sgt. Williams, Eric Lewis

Eric's father was a New York fireman and his mother a nurse. He grew up in a quiet suburb outside of New York City and was a latch-key kid for much of his youth. As an adult he continued the family tradition by first joining the Army, then earning his POST certificate at the police academy. He served as a street cop for over fifteen years, doing his one weekend a month as an Army reserve. He was patrolling his regular beat in Brooklyn on September 11th and spent the next 24 hours just trying to get close enough to ground zero to help. A few weeks later, he was called up for active duty in Afghanistan, then Iraq, and now Zekistan. He was especially helpful in Baghdad controlling rioters and policing the city—it reminded him very much of his beat in Bushwick. On or off the battlefield, Williams is 100% cop, through and through.

Nickname: "Nova"

Position: Automatic Rifleman

Age: 22

Ethnicity: Irish-Italian

Hometown: Newark, NJ

Education: HS Diploma

Years in Service: 4

Marital Status: Single

Cpl. Picoli, Michael Francis

"Nova" Picoli grew up in a crowded full household with four older sisters—his parents kept trying until they got a boy. Being the only boy in the house, his older sisters used him as their default dance partner and taught him how to swing dance with the best of them. He also learned to sew, cook, and make a mean double-chocolate fudge brownie. Nova—short for "Cassanova"—was rarely without one or two girlfriends (simultaneously) in school, a habit that he has carried into adulthood. After graduation, he struggled to become a singer or actor, fell deeply in debt and eventually joined the Army with his best friend. He somehow managed to avoid any actual combat in the Middle East for almost four years; his friend was wounded by a landmine in Baghdad and discharged from service. Nova has an R-rated mouth and a wicked sense of humor.

Your Soldiers—Bravo Team

Nickname: "Delta Boy"

Position: M203 Gunner

Age: 21

Ethnicity: Caucasian

Hometown: Helena, MT

Education: HS Diploma

Years in Service: 3

Marital Status: Married

PFC Shimenski, David Daniel

David Shimenski is the youngest of two boys. His father is a sheriff deputy in Helena, while his mother works as a dispatcher. Breaking with family tradition, David decided from an early age that he would rather join the military than law enforcement (they get to carry bigger guns). A typical boy, he was obsessed with war movies, action figures, and realistic computer war games. He is a member of the NRA and an avid game hunter, like his father. For the past three years, he has served as a buck private. He married his high school sweetheart shortly before shipping out to boot camp, and was sent to Iraq for peace keeping duties before they could even take a honeymoon. Delta Boy has high aspirations of going to Ranger School and joining Special Forces someday. Unfortunately, enthusiasm cannot take the place of skill. If anyone is guaranteed to say the wrong thing at the wrong time, it's Delta Boy.

Nickname: "Gidget"

Hometown: Honolulu, HI

Position: Rifleman

Age: 20

Ethnicity: Polynesian

Education: HS Diploma

Years in Service: 1

Marital Status: Single

PFC Ota, Samuel Jay

Ota is the middle child (he has a younger and older sister) of a single-working mother in Honolulu. Growing up, he was a bright, personable kid, curious about everything and prone to getting into trouble. Of his two other siblings, he is the primary reason for most of his mother's gray hairs. He has two loves in his life—his computer and his car. He is a compulsive hacker on both and an avid gamer. After graduating high school (just barely) he joined the Army with hopes of studying computer science. As it turned out, he scored so high in infantry training that he was left with little choice but to be a rifleman.

The Conflict

A devastating wave of terrorist attacks spreads across Europe and Southeast Asia, targeting specifically U.S. and U.K. interests, including embassies, regional corporate headquarters, and even western retail and restaurant chains. After months of intense hunting, U.S. intelligence tracks the source of the attacks to the tiny eastern nation of Zekistan.

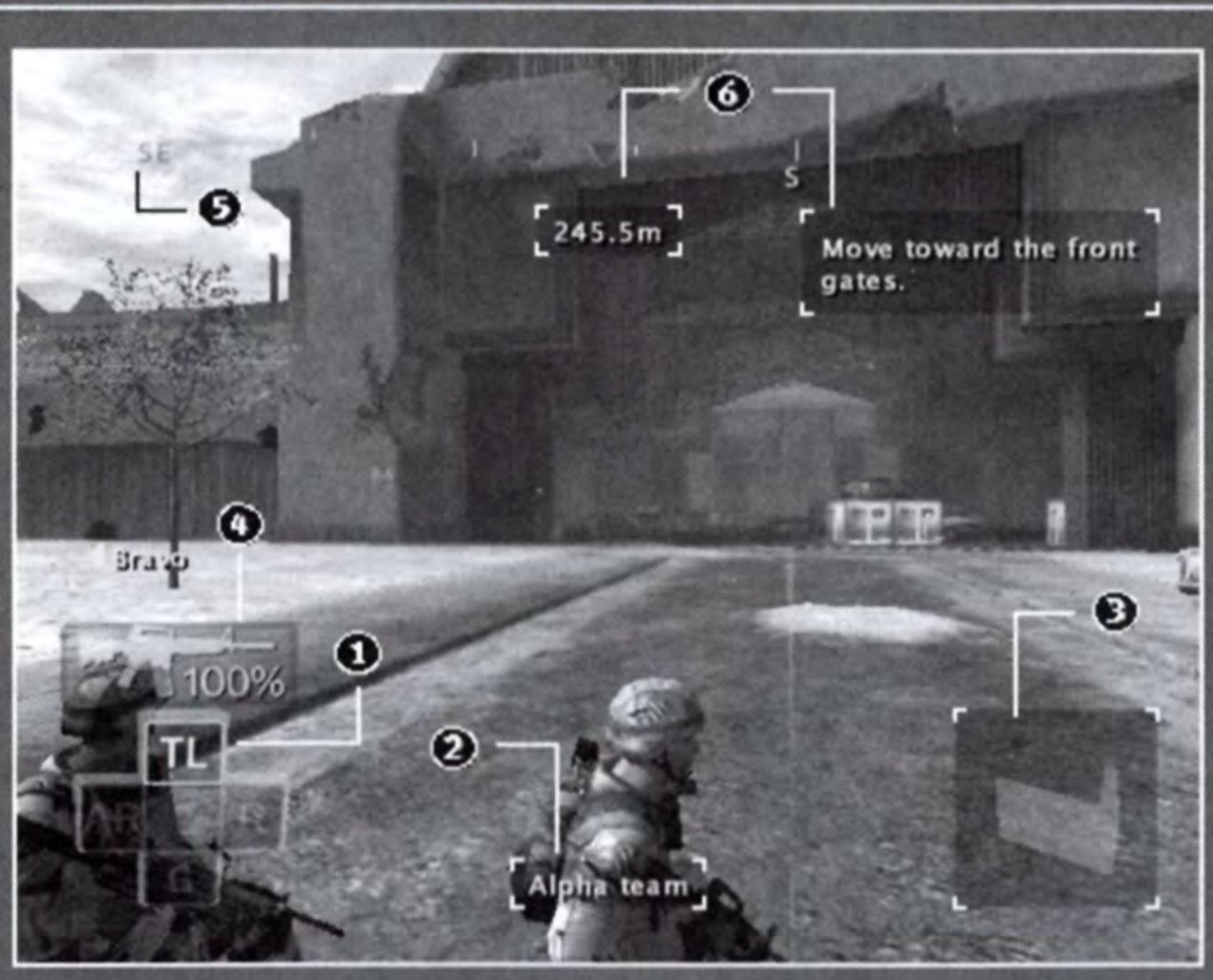
After the U.S.-led operations in Afghanistan and Iraq, thousands of ex-Taliban and Iraqi loyalists crossed the borders of Zekistan seeking asylum by invitation of the nation's dictator, Al Afad. It wasn't long before the same terrorist training facilities and death-camps that the U.S. fought to remove in Afghanistan were operating again under sponsorship by Al Afad's government. After repeated warnings and failed diplomatic resolutions in the UN, NATO votes to invade Zekistan to depose Al Afad, eliminate the terrorist element, and stop the ethnic cleansing of the Zeki people.

Pakistan grants the U.S. fly-through access to their airspace, and the operation begins. For several consecutive nights, carrier groups USS Carl Vinson and USS Ronald Reagan in the Arabian Sea launch thousands of sorties to take out air defense, armor, and enemy bases. With the dust barely settled, Infantry and Armor from seven NATO nations begin to land at captured air bases in southern Zekistan. The land invasion is underway…

Profile: Mohammad Jabbour Al Afad

Al Afad was born in Lebanon before the war to wealthy parents who sent him to study abroad. He spent time growing up in England, France, and eventually attended university in the U.S. Sometime in the late seventies, Al Afad moved to Pakistan. His whereabouts during this time are unknown, but he resurfaced three years later in Afghanistan, fighting the Soviet occupiers alongside Afghan Mujahideen. Trained by the CIA, he swiftly climbed the ranks of the Afghan freedom fighters and gained a formidable reputation amongst the Soviet commanders, earning the nickname "The Lion of Khyber". A narrow escape from Soviet capture found him fleeing across the border into Zekistan where he was embraced by the ZLF and given command of his own unit. His actions in the ZLF made him a folk hero to the Zekis, but his bid for power was hindered by Western involvement. The CIA had watched Al Afad's assent closely, and feared that his ties to terrorist groups and radical fundamentalists would prove perilous to western interests in the region.

The HUD



1. Soldier Selector
2. Info Bar
3. Formation Icon
4. AMMO
5. The Compass
6. Objective Information

The Heads Up Display on your command screen is your interface to the world and your soldiers. It gives you information about your squad's status and limited information about enemy combatants. Understanding the HUD and using it to your advantage is key to success in the field.

❶ Soldier Selector

The Soldier Selector is on the bottom left corner of the screen. It maps the four soldiers on each team to the four directions on the directional buttons. Pressing in a direction selects that soldier and moves the camera to his point of view.

TIP

Select a soldier if he has a better view of the action. You can issue commands to the team from any soldier.

❷ Info Bar

The Info Bar at the bottom of the screen updates to show you information as needed. By default, it displays the currently selected team. When you select a soldier, the info bar displays his name, and it will also display the name of a soldier who has been injured.

❸ Formation Icon

The small square on the bottom right of the HUD displays information about the formation your team will assume when it moves to the selected location. Under certain circumstances, other icons may appear in this section of the HUD as well. If you are in a position to save your progress, the save-game icon will display (see page 24 for more information). If you are in a CASEVAC position, a

The HUD

cross icon will display (see page 24 for more information). If the following icon ⃠ is displayed, it means you cannot move your team to the intended area. If ⊗ appears, it means you cannot move your team to the intended area until first completing certain in-game objectives.

❹ AMMO

The ammo indicator above the team selector indicates the percentage of ammo remaining for the currently selected team. Suppression fire exhausts more ammo than point fire, so use it carefully! When a team is running low on ammo, you can bring them to a CASEVAC for resupply, as described in the CASEVAC section later in this guide.

❺ The Compass

Your compass is displayed across the top of the screen. It updates as you rotate the camera to indicate the direction you're currently facing. In addition, it has markers on it to represent different mission goals.

Blue triangles point toward your current mission objective location.

Red triangles point toward soldiers who have been incapacitated and are waiting for your team to aid them, and remove them from the field of combat.

Red triangles with a cross symbol point toward the closest CASEVAC, or treatment facility. When you're carrying an incapacitated soldier, this marker will appear.

❻ Objective Information

When the objective marker on the compass is centered on your HUD, you can get more information. The distance readout tells you how far away the objective marker is, in meters. The objective text gives you a brief description of your current goal relating to the objective.

Assessing the Environment

Several tools let you become better aware of your environment and potential risks to your soldier.

The Camera

Moving the right analog stick lets you rotate the camera to get a 360 degree view on the world. This is especially important at corners, where turning the camera means you can look around the corner.

Assessing the Environment

Zoom

You can zoom in on your current view by pressing and holding the L1 button. You can still move the right analog stick while zoomed to look around.

TIP

Zooming can also help you aim the M203 toward distant targets.

Fog of War

When you press and hold the R1 button, you activate the 3D fog of war. The world is clear and bright where a soldier is looking, and out of focus in areas where no one is scanning for targets. By checking the fog of war, you can get a good idea of where you're vulnerable to attack.

Moving Your Soldiers

Moving safely in the environment is the most important element of successful command. The soldiers on your teams have been trained in movement formations, so your role is to select the best position for them on the field. They will automatically move to the formation selected and take up their scanning sectors, each man covering an arc of view.

Movement Cursor

Moving the left analog stick brings out the movement cursor. You can continue to use the left analog stick to move the cursor around the environment. The movement cursor continually updates to show you the formation a team will take when it reaches the destination. This formation information is conveyed to you in two ways.

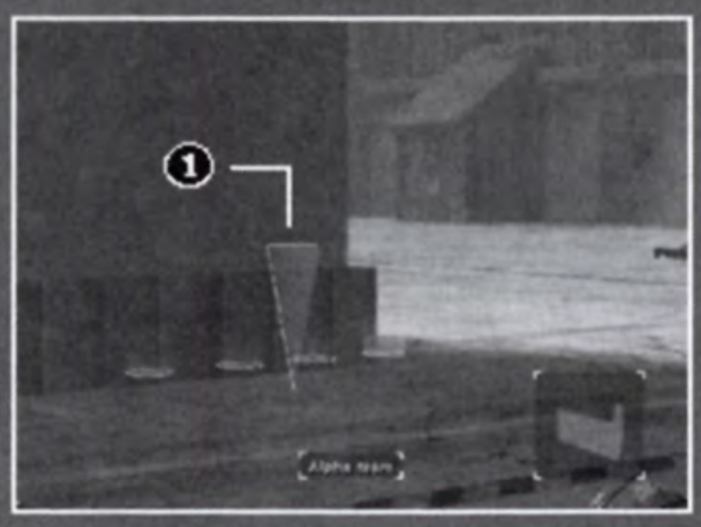
Formation Circles

The circles that make up the movement cursor show exactly where your soldiers will stand in the environment. The bright yellow circle shows where your Team Leader will stand, which is valuable information since placing your Team Leader at a corner enables him to corner fire. For more information about firing from corners and other cover objects, see the "Cover" section in this guide.

Formation Icon

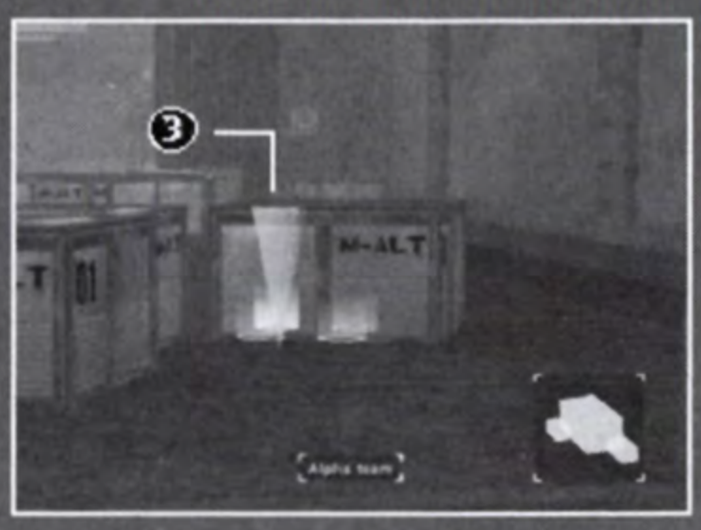
When the movement cursor is at a position that offers good cover for your soldiers, you will see an icon of the formation at the bottom right corner of your HUD. Possible formations include:

Moving Your Soldiers



Corner (❶): A corner formation is one of the most powerful formations for protecting your men. Unfortunately, while corners are very safe positions, only two men on your team will be able to point fire, which limits your strength.

Cover Object, Line (❷): Here, your soldiers will line up in a row along the cover object. This means all four soldiers will be able to fire at the target.



Cover Object, Stack (❸): In contrast to the Cover Object, Line formation, this icon means your soldiers will stack (or form two rows) at the cover object. Depending on the height of the object, you may have all four soldiers able to fire, or only two of them.

Bounding Versus Rushing

The standard press version of a move order is the Rush. It is the fastest way to move since all four soldiers move toward the destination simultaneously. Well trained U.S. soldiers never fire a weapon without stopping their movement and going sighted (raising the gun to a firing position). In other words, Rushing soldiers never fire while moving, so they will not engage targets until they finish the move and you issue a fire order.

The hold version of a move order is the Bounding Overwatch or Bound. Bounding is the safest way to move when your team is going into unknown territory or moving against one or more enemies that are close together because your soldiers are sighted and return fire as they move.

Issuing a bound order has two steps. First, you press and hold the ⊗ button while the movement cursor is out to order the bound. This automatically opens the fire sector cursor so you can set the area for your soldiers to cover. Pressing the ⊗ button again completes the Bound order.

Moving Your Soldiers

Once they receive a Bound order, the soldiers will move into position. The first two soldiers will start toward the destination while the rear two soldiers provide cover fire. Once the first two soldiers finish their movement, they cover the rear soldiers' move. When soldiers fire while Bounding, they automatically suppress to keep the target's head down.

Note that Bounding is very unsafe if there are enemies who are too far apart to be in the same fire sector. If you Bound under these circumstances, you are very likely to lose one of your soldiers.

Situation	Best Move
One team covering, other team moves	Rush
Enemies in same fire sector or unknown enemies	Bound
Enemies not in the same fire sector	Get your other team—it is unsafe to move a team by itself under these conditions!

Fire Orders

Your soldiers are trained to wait for your orders before taking action. If soldiers have cover against an enemy, they will not open fire until you give them an order. The only time your soldiers will open fire without waiting for your command is when their lives are in danger, i.e. they don't have cover against a threat.

Fire Sector Cursor

Pressing the ▣ button opens the fire sector cursor, which you can reposition using the left analog stick. All enemies within the circle are considered to be within the fire sector. Note, however, that the number of enemies that actually come under fire when you issue the order varies depending on your team's formation and the type of fire order you issue, as explained below.

Fire Orders

Point Fire Orders

Pressing the ⊗ button when the fire sector cursor is open issues a point fire order in that direction. A point fire order causes your soldiers to open fire on enemies within that sector. They will ignore enemies outside of that fire sector, even if those enemies are shooting at them.

Soldiers choose their targets carefully within the fire sector. They will choose targets out of cover first, since they can be eliminated immediately. They will also split their fire to take advantage of engagement (explained in the next section, Effects of Fire). If there are more than two enemies in a fire sector, however, some enemies will not be under fire and will remain free to return fire at your teams.

TIP

If a team with a fire sector comes under fire, press the ◉ button and cancel the sector. They will return fire at the enemy, giving you a few seconds to issue a move or suppression order to get them out of danger.

Suppression Fire Orders

If you press and hold the ⊗ button when the fire sector cursor is open, you issue a suppression fire command. Ordering a team to suppress causes them to fire continuously at all enemies within the sector. In order to get all four guns at maximum firing rate, your soldiers will step out of cover to suppress the enemies. The result is that all enemies within the fire sector will become Pinned, as explained in the next section.

TIP

Never order suppression if you can't fit all of the enemies into the fire sector. The team suppressing will lose cover, and enemies not in the fire sector will kill them.

Effects of Fire

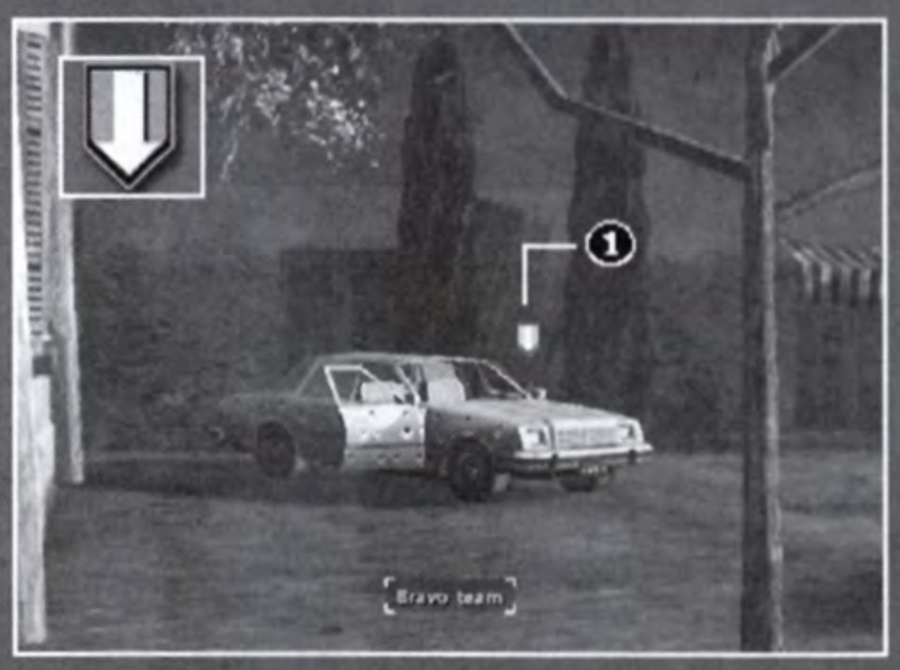
Incoming fire can affect soldiers and enemies in three distinct ways.

Under Fire

Soldiers and enemies who are under fire have a reduced rate of fire because they are forced to duck behind cover at intervals. Other than the reduced firing rate, being under fire has no other consequences as long as soldiers have cover. If they do not have cover, being under fire causes soldiers to go prone and return fire.

Engaged

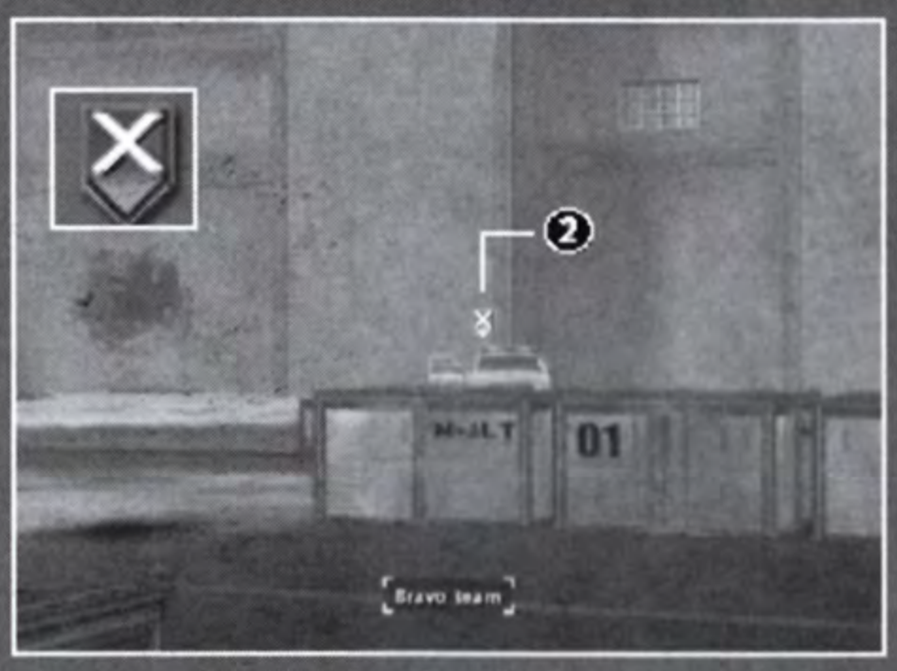
One advantage the U.S. Army has over most combatants is the extensive training given to our soldiers. They have experience under fire, and that experience lets them keep their cool and stay focused. Enemy combatants usually do not have that level of experience and as a result, being under heavy fire causes the enemy to become unfocused.



When three M class rifles or the SAW fires at an enemy, that enemy becomes Engaged. You can tell an enemy is Engaged because he shows the Engaged symbol (❶) in his indicator. Engaged enemies will not shoot at anyone other than the soldier engaging them, unless they spot a team standing still without cover. In other words, when one team has an enemy Engaged, you can safely Rush the other team from one piece of cover to the next, as long as you don't step out in the open.

Because of their training and expertise, your soldiers never become Engaged.

Pinned



Soldiers and enemies can come under extremely heavy fire. This occurs with heavy weapons, such as .50 caliber machine guns, BMPs or Bradleys, or when a unit suppresses with a weapon on full or semi-automatic.

Enemies show the pinned symbol (❷) when they are under suppression or heavy weapon fire. When an enemy is pinned, it means he is ducked down and will not return fire until several seconds after the heavy fire ceases.

Effects of Fire

Soldiers under heavy fire also duck down and will not return fire. They are unable to do anything but move under these conditions.

TIP

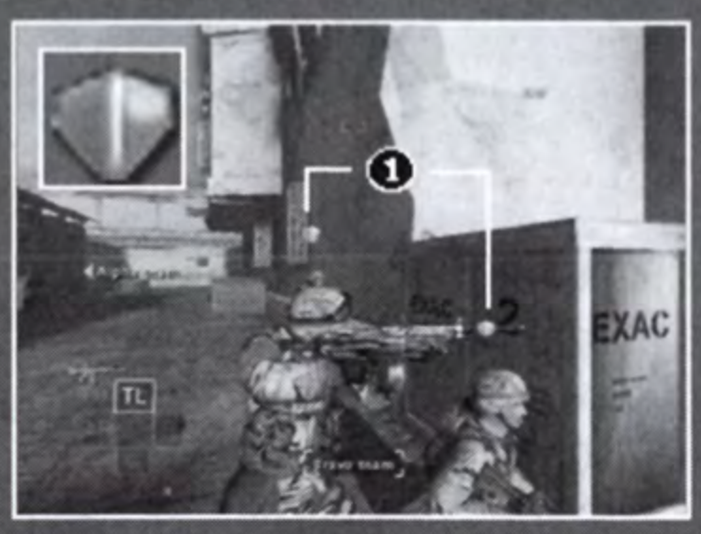
If you're desperate to move a team under enemy fire, suppress the enemy and place the movement cursor at the team's destination while the team is still firing. Issue the move order without canceling the suppression fire, and the team will "suppress and run." The enemy will keep his head down for a few seconds, which is often enough time for your team to reach safe ground.

Using Cover Against Threats

Successful performance in an urban setting requires you to assess and interpret the environment. An important part of the environment is the cover it provides for your soldiers. A team without cover can lose soldiers before you are even aware of enemy presence.

The formations displayed on the bottom right of your screen confirm when your team will enter cover at the end of a move. Note that cover is directional—it only provides defense against enemies from certain angles.

Cover Symbols

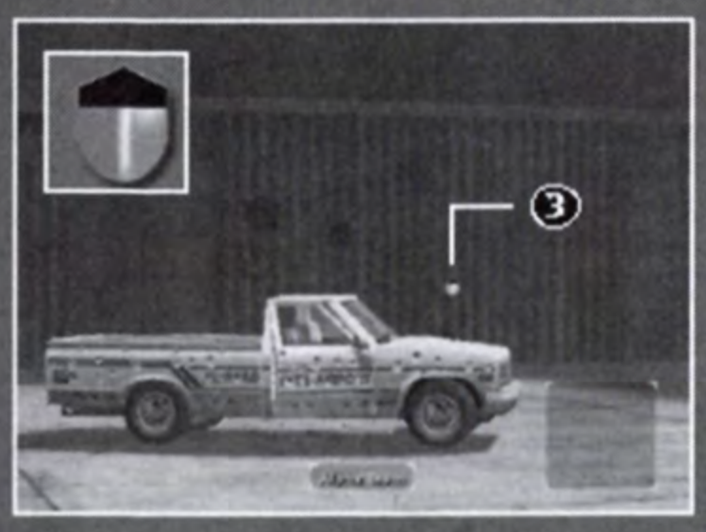


When your team becomes aware of a threat, icons over their heads (❶) indicate whether they have cover against that threat. If an enemy is shooting at your soldiers and you don't see the shield icon above their heads, it means your soldiers don't have cover against an enemy who is targeting them.

When an enemy has cover against the team you're controlling, the enemy shield symbol appears over his head (❷). In order to kill that enemy, you will have to find a position to flank him. Flanking an enemy means moving around the environment to find an angle from which he has no cover against the team's fire.

Using Cover Against Threats

Cover Degradation



Not all cover is created equal. Some objects degrade under fire. You can tell visually by watching the object react to bullet fire. For example, the image to the left shows a truck-as it degrades from full cover to partial cover.

When cover degrades while your soldiers are using it, you'll see the soldiers' cover shields slowly drain to black (3).

Black shields mean the cover only offers partial protection—it's better than no cover, but not by much. The draining shields give you an indication of how long that cover object will last.

Naturally, some objects last longer than others. A refrigerator lasts quite a while as a cover object because it's heavy porcelain and metal. A sofa, on the other hand, only lasts a few seconds. Choose your cover carefully!

Grenades

When you press and hold the ■ button, the Soldier Selector on the HUD changes to the Grenade Selector (4).

Using the Grenade Selector, you can issue three kinds of grenade orders as well as indirect fire.

Frag Grenades

The M67 Frag Grenade does damage in a radius around its point of explosion. Frag grenades are automatically selected when you bring up the Grenade Selector, or you can choose them by pressing ← on the directional buttons.

Grenades

To command a soldier to throw a frag grenade, use the left analog stick to aim the visible arc so that it ends on the spot where you would like the grenade to land. If the arc is red, the destination may be too close to your team, so be careful! When you have the arc aimed correctly, press the ⊗ button to issue the order.

M203 Grenades

The M203 Grenade is a direct fire weapon and does damage on a single target at its point of explosion. To select the M203, bring up the grenade selector as you normally would by pressing and holding the ▣ button. Press ⬇ on the directional buttons to select the M203. If you have selected the Granadier, pressing and holding the ▣ button will default to the M203.

You will have a new cursor indicating you have selected the M203. Use the left analog stick to move the cursor over the target. You can also zoom in with the L1 button. When you're ready to issue the order, press the ⊗ button.

Smoke Grenades

The Smoke Grenade is used to conceal your team from hostiles. Deploy it when you need to traverse open or enemy controlled terrain. To select the smoke grenade, bring up the grenade selector by pressing and holding the ▣ button. Press ➡ on the directional buttons to select Smoke.

To command a soldier to throw a smoke grenade, use the left analog stick to aim the visible arc so that it ends on the spot where you would like the grenade to land. When you have the arc aimed correctly, press the ⊗ button to issue the order.

Indirect Fire

When available, Indirect Fire is used to defeat enemies such as heavy armor. Most Indirect Fire is handled by air strikes or mortar strikes. To use Indirect Fire you must first indicate the target's position. Press and hold the ▣ button, just as if you were throwing a grenade. Press ⬆ on the directional buttons grenade selector to choose indirect fire.

Use your left analog stick to place the cursor over the target. When you've got a valid target, the cursor turns green. Press the ⊗ button to upload the coordinates to the gunship or mortar team, then stand back!

Individual Fire Orders

Holding the R1 button not only displays the fog of war—it also lets you issue individual fire orders. When you press the ▣ button to open a fire sector while still holding the R1 button, you're giving that fire sector only to the currently selected soldier. If you select a different soldier while in individual mode, the camera stays with the current soldier so you can issue the order from your current point of view.

TIP

Giving an individual fire order lets you split your team's fire. If you have two enemies who are too far apart to fit inside a single fire sector, you can use individual fire orders to engage both enemies with a single team. Issue a team fire sector on one enemy, then give your Automatic Rifleman an individual fire order on the other enemy. The AR can engage an enemy by himself.

Team Leader Tools

Each Team Leader has two tools that give him information about the mission and the city surroundings.

Reporting with the Radio

The radio pack lets Team Leaders communicate with Lt. Phillips, your platoon's leader. While some reporting happens automatically at save points and in cinemas, you can also press the L2 button to report in at any time. Lt. Phillips can give you advice about the best way to proceed toward your objective.

At times, Lt. Phillips will call you on the radio to give you information or new objectives. When he's expecting you to report in, the red light on the radio pack will blink, and you'll hear him on the radio. Press the L2 button and your Team Leader will contact the Lieutenant for you.

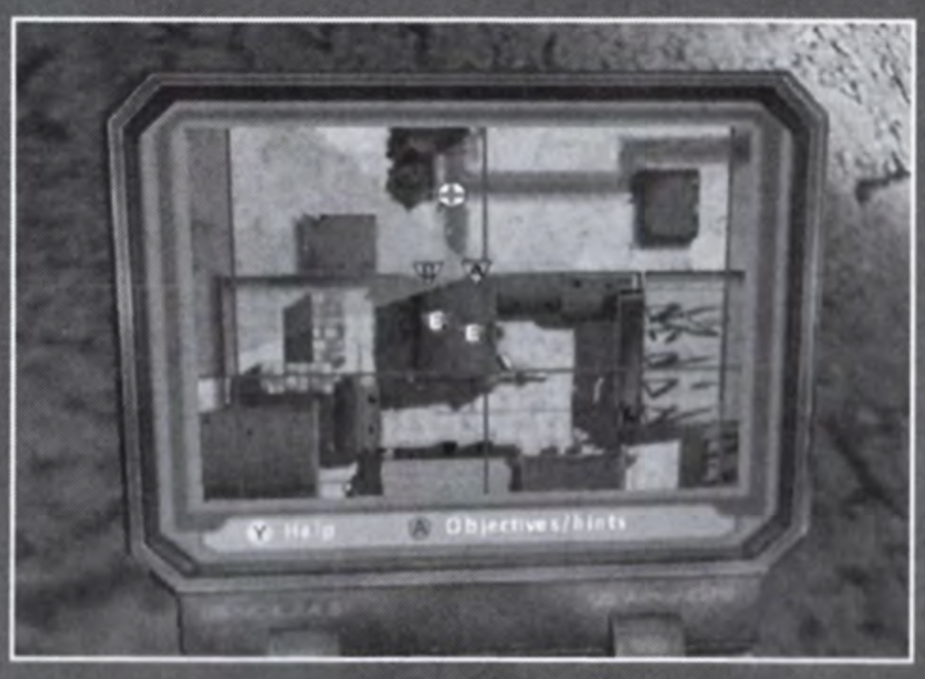
TIP

Get your Team Leader safely behind cover or he will be unable to complete his report.

Team Leader Tools

The Global Positioning System

Your Team Leader also carries a Global Positioning System receiver that lets him access satellite data about the current area. Pressing the R2 button orders your Team Leader to consult the Global Positioning System, which has several functions.



City Map

The default screen of the Global Positioning System is the city map, with a detailed view of several blocks around the Team Leader. Your two teams are marked on the map with A and B icons, and the current Team Leader's field of view is displayed as a green cone.

This screen shows any enemies currently in view of either team. CASEVACs, objectives and save points are also marked with icons matching their in-game appearance.

Objective Screen

Pressing the ⊗ button while the Global Positioning System is open displays the objective screen, which has information about the overall objective for the current chapter, as well as the most current objective.

Recon

Pressing the ▢ button while the Global Positioning System is open calls in a recon flight. If a flight is available, the pilot will confirm her approach. As she passes overhead, she'll mark enemies she spots on your Global Positioning System and let you know if enemy presence is heavy or light. You can't call in a recon flight too frequently, so don't waste it.

Help

Pressing the △ button while the Global Positioning System is open displays the Help screen.

TIP

Use the Global Positioning System to find a way to flank enemies. The map shows you alleys and other routes you can use to find an angle on enemies behind cover.

Team Leader Tools

Saving your Progress

As you move through the city, your team will reach breaks in the action where they consider it safe to report a situation report, or sit-rep. You'll see the sit-rep symbol when it's safe to report in. Be sure to take these opportunities when they arise, because your soldiers will not report a sit-rep when they encounter additional enemies.

To give the Lieutenant a sit-rep and save your progress, watch for the sit-rep symbol (❶). Lt. Phillips will also tell you when a sit-rep is available. Bring both teams to the sit-rep area, and your team leader will automatically call it in.

Replay

You can save and replay your game progress, similar to playing back a movie you just recorded onto a VCR. To save a replay, press the START button and choose Save Replay from the menu. You can select a name for the replay, or leave the default name. Replays are also automatically saved each time you save a sit-rep.

When you choose a level to play, you can choose to view the replay instead. You can also load a saved replay by going to the Extra Content menu, then into the Saved Replay area.

When you choose to view a replay, you watch the game play as it was originally recorded. You can press the ⊗ button to pause or play the action, and you can press the △ button to fast forward. If you press the START button during the replay, you can choose to Jump Into Replay, which lets you pick up the action from that point.

CASEVACS

When a soldier is shot, he may be incapacitated. When this happens, a skull icon will appear in his slot on the directional buttons. You have a limited time in which you can give field aid to the wounded soldier before he dies, indicated by the skull icon losing color. If you don't give aid to the soldier before the time runs out, he will die and you will fail your mission. The U.S. Army has zero tolerance for casualties!

To give aid to a soldier and pick him up, place the movement cursor over the soldier's body on the ground. You will see the CASEVAC icon, which is a cross symbol (❷). A soldier on your team will aid

Team Leader Tools

the soldier and then pick him up. Note that your team can still come under fire while aiding a soldier—the safest approach is to have the other team keep enemies suppressed. Once your team has aided and picked up the wounded soldier, you can carry him to a CASEVAC station for treatment. The closest CASEVAC will be marked on your compass with a cross icon. You will see a cross icon in the world when you reach the CASEVAC. Place the movement cursor in the red circle and press the ⊗ button to order treatment for your soldier. A medic will aid the soldier, who will then come back onto your team. If you bring back a soldier from Alpha with Bravo team or vice versa, the soldier will wait at the CASEVAC for his team.

You can also resupply with ammo at a CASEVAC. Place the movement cursor inside a CASEVAC's red circle then press the ⊗ button. When the team arrives, a soldier will resupply the team's ammo automatically.

Profiles

You must create a profile before playing the game. Profiles are user-defined, custom settings and saved games. To create or delete a profile, simply go into the profile menu from the main menu. If you do not have a profile created, the game will automatically prompt you to create one. You can custom name your profile or simply leave it as "default". Any settings or gameplay changes you make will be saved to the selected profile.

IMPORTANT

Deleting a Profile save from the PlayStation®2 Browser or from within the game will cause ALL saves, replays, and options settings to be erased for that Profile only. Deleting the Settings save from the PlayStation®2 Browser will erase some Bonus Material and unlocked levels.

Mission Failure

Keep your soldiers safe! You will incur a Mission Failed status if you sustain more than one injured soldier, kill a friendly unit like a medic, or let a soldier on your team die.

The Mission Continues Online!

The Mission Continues on GameSpy!

Full Spectrum Warrior's online feature lets you create a ***Full Spectrum Warrior*** GameSpy Account, join a friend in a Co-op game, and talk in real-time as you play.

Connecting Online

In order to play ***Full Spectrum Warrior*** online, you'll need a network adapter (Ethernet/modem) (for PlayStation®2), a memory card (8MB) (for PlayStation®2), and a broadband connection to the Internet from an Internet service provider (ISP).

Co-operative Play

Full Spectrum Warrior allows squad leaders to pair up and engage in joint military operations. In co-operative mode the task of leading the eight man squad is divided between two squad leaders, each assigned a fire team of four men. The ability to give orders to both fire teams is suspended. Instead, fire team leaders must learn to coordinate actions, divide responsibility for the squad's safety, and work co-operatively to achieve the mission goals. This is further facilitated by the use of voice communication via the USB headset (for PlayStation®2).

Voice Communication

Using the USB headset (PlayStation®2), you can speak with the other fire team leader during co-op play to coordinate and plan your maneuvers in real-time. See the instructions that came with your USB headset (PlayStation®2) for more information on using voice communication.

Playing Online

To play a co-operative mission, choose Online from the Main Menu. Read the End User License Agreement. You'll have to agree to the EULA to proceed, then you need to select your network configuration to view the DNAS screen. The GameSpy login page will appear next. Here, you can login with your Unique Nickname or create a new account. Once you are logged in, you can host or search for a game. As the host, you will set up all the preferences. If you are joining a game, find a session that is to your liking and head to the lobby to chat before the game.

To play Online with ***Full Spectrum Warrior***, you'll need to have Your Network Configuration file saved on your memory card (8MB)(for PlayStation®2). You can use the Network Adaptor Start-Up Disc that came

with your network adaptor (Ethernet/modem)(for PlayStation®2) to create a network configuration. If you are experiencing trouble with the ***Full Spectrum Warrior*** online feature and are using an Internet sharing device (e.g. broadband router or firewall) you may need to forward TCP ports 1024, 1025, and 1026 or UDP ports 1312 and 6500 to the IP address assigned to your PlayStation®2 computer entertainment system.

Online Menu

When you sign online, you are taken to the online menu and presented with several choices:

Create Game	Create and host a public or private co-op game.
Join Game	Find co-op games that match your specific preferences, or press the ▣ button to find a host.
Logout	Quit the current game session and logout from GameSpy.

Create Game

To host your own co-op session, select Create Game from the Online menu. You can unlock other chapters for hosting by completing them in the single player campaign. You can **join** a co-op game that uses any chapter, regardless of chapters completed in solo mode.

Deploy	Go to the Lobby and wait for a player to join your hosted game.
Change Mission	Change the mission and save point where you wish to begin your co-op session.
Public Game	Allows the user to toggle between Public or Private games. If you create a private game, you'll have to use a password and give that password to your friend.

Join Game

You can choose a game to join based on the host, chapter, or connection speed. If you know the name of your host, press the ▣ button, enter the name, and his game will appear.

A headset icon appears if the host is using a headset.

A padlock icon appears if the game is private. If you select a private game, you'll have to enter the password to join.

The goal is to work together with your teammate to accomplish the mission objectives and get your squad out alive.

Online Menu

In co-op mode, each player is assigned a single fire team to lead. Unlike the single player mode, you cannot switch between Alpha and Bravo and cannot issue orders to both Fire Teams. The player hosting the co-op game is automatically assigned to Alpha Team, while the joining player controls Bravo.

Chapter Selection

Co-Op mode uses the same chapters and missions from the solo campaign. You will find that playing alongside another human fire team leader is a wholly unique tactical experience. Completing a chapter in co-op mode will require a different level of discipline, communication, and tactical thinking, since you're relying on your partner to provide cover and work together as a team.

Saving & Continuing in Co-Op Games

During co-op play, if you and your fellow fire team leader successfully complete the mission goals without losing any men, you can continue on to the next chapter in the narrative. In fact, it's possible to play through the entire solo campaign in co-op mode!

Saving a Co-Op Game

Save points in Full Spectrum Warrior co-op mode work exactly the same as they do in solo mode. Only the host player can save a Co-Op Game. The client player cannot save.

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Credits

FULL SPECTRUM WARRIOR TEAM

Director
William Henry Stahl

Lead Programmer
Fredrik 'Fidde' Persson

Art Director
Christopher M. Hunt

Lead Designer
Laralyn McWilliams

Producer—THQ
Raphael Hernandez

Creative Manager—THQ
Greg Donovan

Production Coordinator
Kim Marlis

Engineering Department

Senior Programmers
Alexander Boczar
Ivaylo 'Ivo' Beltchev
Niklas Westberg

Engine/Graphics
Niklas 'Smedis' Smedberg

Graphics
Daniel Mooney

AI
Quinn 'Blondie' Dunki

UI
John Giors
Priti Aggarwal

Network
Jon 'Heina' Heiner

Lead Gameplay
Adam Pino

Gameplay
Justin 'Monkeychaps' Truman
Aaron Lee
Leyland 'Lee' Needham

Tools
Lilli Thompson

Additional Programming
Kevin Ashley
Julio Jerez

Additional Programming—Army Version
Alex Green
Vik Advani

Art Department

Lead Artist
Rositza 'Rosi' Zagortcheva

Lead Animator
Pete 'p33t' Meihuizen

Environmental
Michael Altamirano
Ivan Bouinatchov
Andrew Krelle
Han Lee
Timo Pihlajamaki
Sean Sullivan

Character
Huan Phan

2D/Concept
Tony Ianiro
RC Montesquieu

Animators
James Crowson
Ben 'desktop bandit' Nelson
Stephan 'Hollywood' Greenburg

Design Department

Lead Tutorial Designer
Brian Gomez

Lead Level Designer
Richard Wyckoff

Designers
Rick Ernst
Kristine Ishii
Peter Bartholow
Daven Simmons

Writing
Paul Robinson

Sound Department

Sound Producer & Lead Designer
David Rovin

Sound Assistant
Andrew Waggoner

PANDEMIC STUDIOS

CEO
Andrew Goldman

President
Josh Resnick

Executive Producer
Greg Borrud

Executive Art Director
Carey Chico

Production Support
Joseph Donaldson
Kent Schuelke

Web Designer
Steven Leff

Military Consultant
CPT. John M. Spangberg

THQ INC.

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Peter Dille

Director—Global Brand Management
Alison Quirion

Global Brand Manager — Global Brand Management
Brad Carraway

International Marketing Services Manager
Sarah Nicholson

Media Relations

Director of Media Relations
Liz Pieri

Media Relations Manager
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Media Relations Coordinator
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Creative Services

Director—Creative Services
Howard Liebeskind

Manager—Creative Services
Kirk Somdal

Video Production Manager
Christopher Folino

Video Production Coordinator
Paul Reese

Video Editor
Shawn Goodrich

Packaging Design
Origin Studios, SLC

Advertising Creative
G&M Plumbing

Quality Assurance

Director, Quality Assurance
Monica Vallejo

QA Manager
Mario Waibel

Test Supervisor
David Sapienza

Test Lead
Jason Tani

Testers
Marcus Lee
Lukas Weyandt
Georgeina Schaller
Brett Cowan
Jordan Puckett
Mark Sagun
Robert Sharpe
Steven Kitchens
Ryan King
Shad Garton
Danilo Francisco
Ritchie Pasiliao
Michael Hahn
Patrick Keller

First Party Supervisor
Ian Sedensky

First Party Specialists
Lori Arrowood
Marc Durrant
Arielle Jayme

Credits

QA Technicians
Brian McElroy
James Krenz
Richard Jones

Mastering Lab Technicians
Charles Batarse
Glen Peters
Anthony Bennett

Database Applications Engineer
Jason Roberts

Game Evaluation Team
Sean Heffron
Scott Frazier
Matt Elzie

Product Development

Executive Vice President - Worldwide Studios
Jack Sorensen

Senior Vice President – Production
Philip Holt

Director – Product Development
Richard Browne

Senior Project Manager
Jeffrey Brown

Associate Project Manager
Jason Garwood

Manager - Resources
Jenae Pash

INSTITUTE FOR CREATIVE TECHNOLOGIES

University of Southern California

Creative Director, Project Leader
James H. Korris

Research Scientist
Michael van Lent, Ph.D.

Project Manager
Matthew Trimmer

Project Manager
Trevor R. Hawkins

Executive Director
Richard D. Lindheim

SONY IMAGEWORKS

Imageworks Art Team FCS

Character Animator
Alfonso Alpuerto

Lead Environment Artist
Gary Brunetti

Character Animator
Thomas Bruno

Animation Director
Jeremy Cantor

Tools Programmer
Paolo Costabel

Asset Manager
Christopher Doyle

Executive Producer
Thomas Hershey

Production Services Technician
Rajeev Joshi

Character Animator
Kurt Peterson

Environment & Character Artist
Huan Phan

Environment Artist
Erika Sass

Producer
Sande Scoredos

Environment Artist
Tricia Vitug

Additional Character Animators
Paul Jessel
Kenn McDonnald
Noel McGinn
Sean Mullen
Brian Schindler
Chad Stewart
William Tessier
Roger Vizard
Jim VanDerKyle
Todd Wilderman

Reference Shoot

Army Subject Matter Expert
SGT. Jack Batten US

Production Coordinator
Steve Prawat

Stunt Actor
Prasong Kreng

Stunt Actor
Marko Zaror

SCORPIO SOUND

SAG Voice Over Casting & Recording
by SCORPIO SOUND, LLC

Voice Over/ Dialogue Editing
by SCORPIO SOUND, LLC

Voice Over Director
David Rovin

Supervising Dialogue Editor and Mixer
Gregory J. Hainer, MPSE

Dialogue Editors
Gregory J. Hainer, MPSE
Jonathan "Mongo" Ross
Jaques Slade
James Warren
Henri Yonet
Micahel Zick

Arabic Voice Coaching and Additional Translation
Toufiq Tulsiram

Voice Over Cast

Platoon Leader
Lex Lang

Devereux
Svon

Ota
Ben Diskin

Mendez
Armando Valdes-Kennedy

Picoli
Ian Kessler

Shehadi
J. D. Cullum

Shimenski
Mikey Kelley

Silverman
Ben Spies

Williams
Billy Brown

Arab Civilian Female
Ektimal Shbib

OPFOR #01 & Al Afad Assistant
Toufiq Tulsiram

Arab Civilian Male 1, Al Affad, Propaganda Guy
Gino Salvano

Arab Civilian Male 2 (Old Man), OPFOR #02
Ahmad Alsundos

OPFOR #03
Hugh Mun

Recon Pilot, Dr. Alvarez
Nika Futterman

NATO British Officer
JD Cullum

Credits

Creat Studios

Executive Producers
Anton Petrov
Daniel Prousline

Project leader
Avenir Sniatkov

Director
Vladimir Alexandrov

Additional modeling & texture mapping
Michail Budkin
Ekaterina Fedorova
Natalia Gracheva
Andrej Gromov
Irina Pleshak
Irina Shostik
Sergey Zubakov

Lighting
Blagoy Borisov
Yury Tchernych

3D Animation and special effects
Akzhol Abdulin
Artem Artemiev
Artur Kaifovich
Anton Oparin
Ilya Popenker
Alexey Popov
Vladimir Uriashov

Composing
Sergey Belik

Rendering
Olga Cheremissova

Programming and technical support:
Stanislav Volodarskiy

Motion capture services
House Of Moves

MACHINE HEAD

Musical Score
by Machine Head

Composers
Tobias Enhus
Chris Neilman

Music Supervisor
Jason Bentley

Score Producer
Vicki Ordeshook

Score Mixed by
Adam Schiff

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Karen Williams
Michael Macedonia
James Blake
MAJ. Brent Cummings
CPT. Lance Oskey
Ari Arad
James Boone
Heather Desurvire—Behavioristics, Inc.
Dan Kelly
Reilly Brennan
Erik Reynolds
Derek Simms—FluxOne
Kelly Tofte
Nathan Stewart
Alistair Bodin
James Ytuarte

PLAYSTATION®2 CONVERSION TEAM

MASS MEDIA

Executive Producer
David Todd

Producer
Bernie Whang

Lead Programmer
Andy Green

Programmers
Nigel Spencer
Chris Shrigley

Additional Programming
Lee Chidgey
John Goode
Dan Pinal
Rob Toone

Tools Programming
Ken Jordan
Ian Sabine
Roman Scharnberg
David Todd

Lead Artist
Bob Celardo

Artist
Mike Holcomb

Additional Artwork
Robin Karlsson
Jeff Hilbers
Bernie Whang

Software Tools Guru
Ken Jordan

Game Engineering Manager
Mike Berro

Interactive Studio Management
Bob Jacob
Clyde Grossman
Stewart Kosoy

Support
Char Bohnhoff
Andrew Burg

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